

PRODUCT OVERVIEW

A UNIQUELY Complete interactive 3D Experience where the user is invited To build and to play in a very active LEGO town.

~~XXXXXXXXXXXX~~

THE USER ~~becomes~~^{is} A CITIZEN OF THIS TOWN AND IS ~~submerge~~^{IMMERSED} IN THE ADVENTURES CONTINUOUS ADVENTURES AND ^{CREATIVE} PROBLEM SOLVING ACTIVITIES.

INTRODUCTION

PRODUCT START

INTRO ANIMATION: LEGO LOGO CENTER SCREEN ROTATES Forward. ~~XXXXX~~ THE OTHER SIDE IS THE TITLE ~~XX~~ LOGO FOR THE PRODUCT. THIS ROTATES FORWARD AGAIN ~~[THE OTHER SIDE IS A BUILDING BASE. A FAST BUILD OF A BUILDING]~~ THE OTHER SIDE IS NOW ~~AN OPEN~~ A WINDOW. LEGO PIECES COME FLYING OUT; VERY RAPIDLY, VERY EXPLOSIVELY TOWARDS THE VIEWER AND OFF SCREEN. THE WINDOW SHAPE ROTATES AGAIN. THE OTHER SIDE IS A LEGO BASE BUILDING BASE. A FAST BUILD OCCURS AS THE VIEW PULLS BACK & ROTATES ~~[BY ABOUT 45°]~~ TO APPROXIMATELY 45°. THE PULL BACK REVEALS ~~[A TOWN TO PLACE]~~ FAST BUILD OF A TOWN ON AN ISLAND. THE VIEW IS NOW 'BIRDS-EYE' AND ZOOMS TOWARDS THE ~~CITY~~ TOWN TO STREET LEVEL. HELICOPTER PASSES BY FROM Z. ONCE VIEW IS ^{AT} STREET LEVEL, A ~~[CAR]~~^{CAR} PULLS UP. AN ANIMATED CURSOR APPEARS AND SELECTS THE CAR. THE VIEW IS NOW 1ST PERSON

BEHIND THE ^{STEERING} WHEEL OF THE CAR WHICH TRAVELS
THROUGH A VERY ALIVE TOWN. THE USER IS
INTRODUCED IN A RAPID DEMO PRESENTATION.

→ TO THE TOWN

VEHICLES & PEOPLE & RAPID ACTIVITY.

POLICE CHASE SPEEDERS, SKI BOATS, AMBULANCES, ETC.

~~THE~~ ALL DRAMATICALLY PRESENTED.

THE CAR STOPS IN FRONT OF THE HOTEL.

THE DOOR OPENS. THE VIEW EXITS CAR AND

INTO THE HOTEL LOBBY. GREETED BY

THE HOTEL CONCIERGE "HELLO WELCOME

TO LEGO TOWN, ETC. MAP OF THE TOWN

IS VISIBLE. INTERFACE FEATURES ARE INTRODUCED.

USER IS ASKED TO REGISTER IN HOTEL

REGISTRAR. THIS IS THE ~~LEGON~~ USER'S

LOGON NAME FOR FUTURE RESTART

AND SIGNALS THE BEGINNING OF

THE INTERACTIVITY TO BEGIN.

THE VIEW NOW ROTATES AND THE USER IS

NOW OUTSIDE THE HOTEL FREE TO

BEGIN...

PROGRAM FEATURES

① BUILD MODE

③ EXPLORE MODE

⑦ INVENTORY / LIBRARY

② DESIGN / LAYOUT MODE

⑤ MISSION EDITOR MODE

⑧ REWARDS

④ GAME / MISSION MODE

⑥ ENVIRONMENT

⑨ HOTSPOTS

⑩ SURPRISES

⑪ INTERFACE

SWITCHING FROM
MODE TO MODE

⑫ THE TOWN

⑬ THE STORE,
THE MUSEUM,
THE RACCOONS

⑭ SPECIAL FEATURES

MISSIONS. TWO TYPES OF MISSIONS. ① TASK SPECIFIC (PER JOB)

② Problem SPECIFIC THAT ANY CITIZEN CAN SOLVE.

THE MISSIONS ARE PRESENTED IN A LEVEL STRUCTURE WITH A REWARD SIGN AT SUCCESSFUL COMPLETION.

① TRICKSTER	② ANY CITIZEN	POLICE I
LEVEL 1 - ESCAPE FROM JAIL AND HIDE	LEVEL 1 - FIND TRICKSTER CAPTURE DETAIN FOR POLICE. GET POLICE	LEVEL 1 - TRAFFIC COP Pull over SPEEDERS, Wreckless Drivers
LEVEL 2 - STEALS PIZZAS & DELIVERS THEM TO WRONG PEOPLE	LEVEL 2 - FIND PIZZAS RETURN TO THE RIGHT ORDERERS	LEVEL 2 -
LEVEL 3 - STEALS BUILDING PIECES & HIDES THEM	LEVEL 3 - FIND Pieces AND PUT REPLACE IN RIGHT PLACE	
LEVEL 4 - ROBBERY. (INCREASES ^{LOCATIONS} EVERY PLACE ^{INCREASE} EVERYONE)	LEVEL 4 - FIND, RETURN POSSESSIONS WORK WITH POLICE WITNESS TO CRIME	

MARINA

- 1 • JET SKI RACE
- 2 • STUNTS
- 3 • COAST GUARD RESCUE SWIMMERS. BOAT IN TROUBLE
- 4 COAST GUARD SHARK ATTACK RESCUE FIND & CAPTURE

HOSPITAL

- ① Respond to ACCIDENT(S)
- ②

ANY CITIZEN

- ①. PERFORM BASIC TASK OF JOB TO EARN SALARY
- ② FIND & PURCHASE Empty LOT & BUILD HOME
- ③ UTILIZE VEHICLE FOR OWN & EXPLORATION
- ④ DISCOVER OTHER ISLANDS

GAS STATION

①. Pick up the Distressed Car. out of GAS - fillup

② Change Tire

WORKING TITLES

- LEGOPOLIS
- KIDOPOLIS